

Amendments to the Claims:

Please amend the claims as follows:

1. (Currently Amended) A concurrent code load apparatus for fastload code image update on a communications adapter, the apparatus comprising:

a fastload key module configured to create and store a fastload key in a new code image to indicate a fastload code image update on a communications adapter;

a fastload adapter initialization module configured to attempt access to the fastload key and initialize the communications adapter using a fastload initialization sequence in response to successful access to the fastload key;

a branch module configured to branch from the old code image to the new code image before the new code image has been completely written;

an image load module configured to load a copy of a new code image in a memory on the communications adapter, the memory concurrently storing a copy of an old code image used by the communications adapter;

a memory initialization module configured to invoke the new code image to perform a memory initialization operation while the old code image is still executing; and

an image overlay module configured to overlay the old code image with the new code image;

~~a query module configured to determine an incompatibility between the old code image and the new code image; and~~
~~an image bridge module configured to reconcile the incompatibility between the old code image and the new code image while the old code image is still executing.~~

2. (Cancelled)
3. (Cancelled)
4. (Cancelled)
5. (Cancelled)
6. (Cancelled)
7. (Currently Amended) The apparatus of claim 1, further comprising a standard adapter initialization module configured to initialize the communications adapter using a standard initialization sequence in response to a failure to access a the fastload key.
8. (Original) The apparatus of claim 7, further comprising a fastload adapter initialization module configured to execute a fastload initialization operation during the standard initialization sequence.
9. (Original) The apparatus of claim 1, wherein the old code image comprises a code image update module configured to control a code image update.

10. (Original) The apparatus of claim 9, wherein the code image update module comprises a load module configured to load the new code image in the memory.

11. (Cancelled)

12. (Original) The apparatus of claim 1, wherein the new code image comprises a bootstrap module configured to define a bootstrap operation, the bootstrap operation configured to facilitate a code image update.

13. (Currently Amended) The apparatus of claim 4 ~~12~~, wherein the bootstrap module comprises the image bridge module.

14. (Currently Amended) The apparatus of claim 4 ~~12~~, wherein the bootstrap module comprises the image overlay module, ~~the image overlay module configured to overlay the old code image with the new code image using the copy module.~~

15. (Currently Amended) A storage system for facilitating fastload code image update on a source communications adapter, the storage system comprising:

a source input device configured to receive a source electronic storage media device, the source electronic storage media device configured to store a new code image;

a storage system processor configured to generate a fastload key and to initiate ~~the~~ a fastload code image update and notify ~~the~~ a source communications adapter of the fastload code image update in response to successful access to the fastload key; and

~~the~~ a source communications adapter configured to copy the new code image to a local memory device and to implement ~~the~~ a fastload code image update;

the storage system processor further configured to determine and reconcile an incompatibility between the old code image and the new code image while the old code image is still executing.

16. (Currently Amended) A method for fastload code image update on a communications adapter, the method comprising:

creating and storing a fastload key to indicate a fastload code image update on the communications adapter;

attempting to access the fastload key and initializing the communications adapter using a fastload initialization sequence in response to successful access to the fastload key;

loading a copy of a new code image in a memory on the communications adapter, the memory concurrently storing a copy of an old code image used by the communications adapter;

invoking the new code image to perform a memory initialization operation while the old code image is still executing; and

overlaying the old code image with the new code image;

~~determining an incompatibility between the old code image and the new code image; and~~

~~reconciling the incompatibility between the old code image and the new code image while the old code image is still executing.~~

17. (Cancelled)

18. (Cancelled)

19. (Canceled)

20. (Canceled)

21. (Canceled)

22. (Currently Amended) The method of claim 16, further comprising initializing the communications adapter using a standard initialization sequence in response to a failure to access a the fastload key.

23. (Currently Amended) A method for fastload code image update on a communications adapter, the method comprising:

creating and storing a fastload key to indicate a fastload code
image update on the communications adapter; and
initializing the communications adapter using a fastload
initialization sequence in response to successful access to the fastload key;
loading a copy of a new code image in a memory on the
communications adapter, the memory concurrently storing a copy of an
old code image used by the communications adapter;
invoking the new code image to perform a memory initialization
operation while the old code image is still executing;
~~identifying a characteristic of the old code image;~~
~~determining identifying an incompatibility between the old code~~
~~image and the new code image;~~

~~reconciling the incompatibility between the old code image and the new code image while the old code image is still executing;~~
~~overlaying the old code image with the new code image;~~

24. (Currently Amended) A computer readable storage medium comprising computer readable code configured to carry out a method for fastload code image update on a communications adapter, the method comprising:

creating and storing a fastload key to indicate a fastload code image update on the communications adapter;

initializing the communications adapter using a fastload initialization sequence in response to successful access to the fastload key;

loading a copy of a new code image in a memory on the communications adapter, the memory concurrently storing a copy of an old code image used by the communications adapter;

invoking the new code image to perform a memory initialization operation while the old code image is still executing; and

overlaying the old code image with the new code image;

~~determining an incompatibility between the old code image and the new code image; and~~

~~reconciling the incompatibility between the old code image and the new code image while the old code image is still executing.~~

25. (Cancelled)

26. (Cancelled)

27. (Cancelled)

28. (Cancelled)

29. (Cancelled)

30. (Currently Amended) The computer readable storage medium of claim 24, wherein the method further comprises initializing the communications adapter using a standard initialization sequence in response to a failure to access a the fastload key.

31. (Original) The computer readable storage medium of claim 24, wherein the old code image comprises a code image update module configured to control a code image update.

32. (Original) The computer readable storage medium of claim 31, wherein the code image update module comprises a load module configured to load the new code image in the memory.

33. (Original) The computer readable storage medium of claim 31, wherein the code image update module comprises a branch module configured to branch from the old code image to the new code image.

34. (Original) The computer readable storage medium of claim 24, wherein the new code image comprises a bootstrap module configured to define a bootstrap operation, the bootstrap operation configured to facilitate a code image update.

35. (Original) The computer readable storage medium of claim 34, wherein the bootstrap module comprises a conversion module, the image bridge module configured to reconcile an incompatibility between the old code image and the new code image using the conversion module.

36. (Original) The computer readable storage medium of claim 34, wherein the bootstrap module comprises a copy module, the image overlay module configured to overlay the old code image with the new code image using the copy module.

37. (Currently Amended) An apparatus for fastload code image update on a communications adapter, the apparatus comprising:

means for creating and storing a fastload key to indicate a fastload code image update on the communications adapter;

means for initializing the communications adapter using a fastload initialization sequence in response to successful access to a fastload key;

means for initializing the communications adapter using a standard initialization sequence in response to a failure to access a fastload key.

means for loading a copy of a new code image in a memory on the communications adapter, the memory concurrently storing a copy of an old code image used by the communications adapter;

means for invoking the new code image to perform a memory initialization operation while the old code image is still executing; and

means for overlaying the old code image with the new code image.

38. (New) The apparatus of claim 1, further comprising a query module configured to determine an incompatibility between the old code image and the new code image.

39. (New) The apparatus of claim 1, further comprising an image bridge module configured to reconcile the incompatibility between the old code image and the new code image while the old code image is still executing.

40. (New) The method of claim 16, further comprising determining an incompatibility between the old code image and the new code image.

41. (New) The method of claim 16, further comprising reconciling the incompatibility between the old code image and the new code image while the old code image is still executing.

42. (New) The computer readable storage medium of claim 24, wherein the method further comprises determining an incompatibility between the old code image and the new code image.

43. (New) The computer readable storage medium of claim 24, wherein the method further comprises reconciling the incompatibility between the old code image and the new code image while the old code image is still executing.